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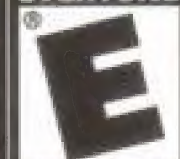
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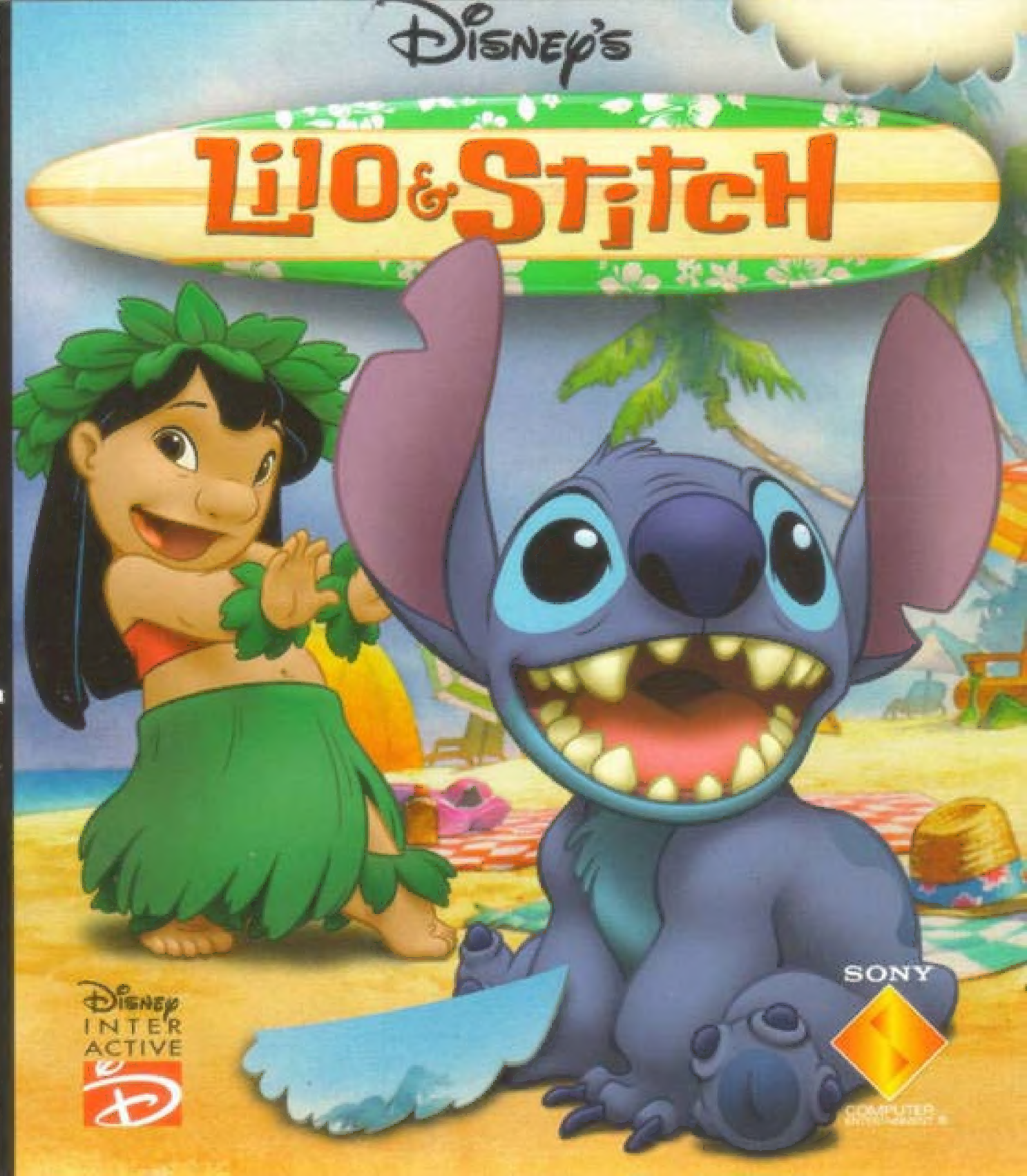
PlayStation

EVERYONE



CONTENT RATED BY
ESRB

SCUS-94646
94646



COMPUTER
ENTERTAINMENT

Table of Contents

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the outer edge. Never use solvents or abrasive cleaners.

Disney's Lilo & Stitch Tips and Hints

PLAYSTATION® HINT LINE

Hints for all games produced by SCEA are available:

- **Within the U.S.: 1-900-933-SONY (1-900-933-7669)**
\$0.95/min. auto hints; \$5.00 - \$20.00 for card recharge.
Automated support: 24 hours a day, 7 days a week.
- **Within Canada: 1-900-451-5757**
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This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line.
Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.
- **CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE: 1-800-345-SONY (7669)**
Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals.
Representatives are available 6AM-8PM PST, M-Sat, 7AM-6:30PM PST Sun.
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Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation® game console.

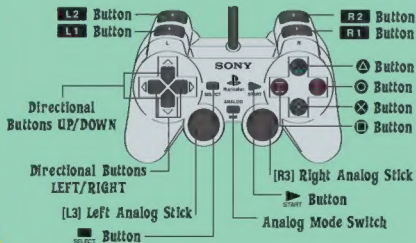
Getting Started	2
MEMORY CARDS	2
Controls	3
The Story	4
Playing Lilo and Stitch	6
Lilo	6
Stitch	6
Gameplay Screen	7
Saving the Game	9
Lilo's Bedroom	10
Start Game/Load Saved Game	10
Stitch's Bed-Controls	10
Lilo's Bed-Picture Gallery	11
Record Player-Sound	11
In Clearing Pause Menu	12
Option Menu Controls	14
Lilo's Combat Skills	14
Stitch's Combat Skills	15
Pick Ups and Collectibles	16
Lilo	16
Stitch	16
General Collectibles	17
Creatures of Hawaii and Beyond	19
Creatures from Space	22
Credits	24

Getting Started

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the Disney's Lilo and Stitch disc and close the disc cover. Insert one game controller and turn ON the PlayStation game console. Follow the on-screen instructions to start a game.

MEMORY CARDS

To save game settings and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of your PlayStation game console BEFORE starting play. You can load your saved games from the same card, or from any MEMORY CARD containing previously saved Disney's Lilo and Stitch games. Saving MEMORY CARD data requires one free block.



Note: DUALSHOCK® analog controller only: Toggle the vibration function ON/OFF by using the Option mode, and setting the Vibration function to "ON" or "OFF". The Vibration function is not affected by the controller's analog mode switch.

Controls

In-Game Controls

You will use these controls to guide Lilo and Stitch through their adventure.

Controls

D-Pad/Left Analog Stick

⊗ Button

○ Button

△ Button

□ Button

L1

▶ Button
START

⊗ Button + ○ Button

SELECT Button
(Only in Clearings)

Lilo

Direction and aim

Jump

Voodoo spell attack

Special Voodoo Spell

Cast Special Voodoo Spell

Pick up/drop Pot

Show Statistics Menu.
(Lives, Health, etc)

Pause
(Opens the In Game Options Menu)

Bum Bounce Attack

Display Level Map

Stitch

Direction and aim

Jump

Spit Attack

Roll Attack

Spin Attack

Show Statistics Menu.
(Lives, Health, etc)

Pause
(Opens the In Game Options Menu)

Bum Bounce Attack

Display Level Map

HINT: Collect the coffee mugs to fill up Stitch's meter then activate his Roll Attack. You can deactivate and reactivate the Roll Attack.

The Story

In outer space, Stitch is Public Nuisance #1, a freedom loving, havoc generating, manic creature of destruction. He just can't help himself. But after he crash lands on the island of Hawaii he's just a dog in disguise, trapped at the dog pound. All he needs is somebody to adopt him before Jumba and Pleakley, bounty hunters from outer space, figure out the ruse and re-capture him.

Meanwhile, Lilo, a young Hawaiian girl without many friends (she's "too curious" and "too superstitious" according to many in her village), gets a gift from her big sister Nani: a trip to the pound to pick out a pup to keep her company while Nani's away at work. She chooses the strangest little blue dog, Stitch, who quickly turns on the charm. Lilo is smitten and decides that Stitch is the dog for her.



Yet Jumba and Pleakley are still on Stitch's trail, and Hawaii is too small to keep away from them for long. He needs to escape Hawaii and find room to roam. But he also needs to stay close to Lilo to maintain his disguise. Worse, the destructive behavior that got him in trouble in space keeps getting him in trouble with Lilo and her family. As they explore Hawaii together, Lilo tries to help her unruly friend keep his calm and teach him the traditional Hawaiian meaning of family, "Ohana."

So it seems they need each other to get what they're looking for. They need your help, too. It's a difficult journey, filled with dangerous enemies and twisting paths, from the daring race to the top of a volcano, to a surfing competition on the beach. You'll control either Stitch or Lilo throughout the adventure so you can use each of their skills, whether Stitch's ability to climb walls or Lilo's skill at casting powerful Voodoo spells.

Playing Lilo & Stitch

There are three different areas of Hawaii to explore, each consisting of numerous challenges and enemies. As you race along the island trails, you will come to forks in the path. Don't worry about choosing the wrong path. If you get stuck, you can return to the last clearing and try a different trail. Sometimes you will have to return the way you came to find something you missed. Anytime you arrive at a clearing you can use the Map to jump to a previously completed path.

Lilo

Lilo is a curious little girl and all she wants to do is explore Hawaii with her new "dog" Stitch. She's smart, and superstitious, but the Voodoo magic she believes in is real. Help her collect the Voodoo Spoon, and she'll be able to cast a powerful magical spell. Her Voodoo power also allows her to pick up exploding pots (Red) and drop them somewhere else - like near an enemy - where they'll soon explode.



Stitch

Manic, destructive Stitch, loves freedom and destruction most of all. If he's going to escape Jumba and Pleakley, he's going to have to learn to control his behavior and stay in disguise. The "Bad-o-Meter" on the Status Bar tells you how agitated he is. The more coffee Stitch collects, the higher his "Bad-o-meter" climbs.



Gameplay Screen

As Lilo & Stitch race along the many narrow, twisting trails through the Hawaiian Islands, pay special attention to the Health Meter, which you can see on the Statistics Bar. Press the LI Button to pull down or hide the Statistics bar. If it's too low, it might be a good idea to find some Health Bonuses before fighting an enemy. The game screen looks the same whether you are controlling Lilo or Stitch, though each character has special abilities, which you can clearly see by the indicator in the Statistics Bar.

Pickup Counter

The number of common Hawaiian Items or Coffee collected. Collect 100 to earn another life.

Pictures Counter

The number of photographs that have been collected in the level.

Lives

The number of lives the character currently has. Collect common items or find an extra life inside Gold Pots to earn another. Each character has a maximum of 99 lives.



Health

This is the character's health. Getting hit by enemies will drain Health. Health Bonuses are lying along the trail or hidden inside Blue Pots. Each character has a maximum of three.



Stitch's Bad-o-Meter

This shows how 'bad' Stitch is. Collect coffee to raise the meter. When it's high enough, he can do his special Roll attack.



Lilo's Voodoo Spoon

Look here to see if Lilo has collected the Voodoo Spoon she needs to cast a powerful Voodoo spell.



Clearings

Jungle clearings or open areas often include two or more trails to take, some of them blocked. Clearings also contain Mailboxes and other useful things to help you in your adventure.



Signposts

Signposts note entrances or exits to paths, which can only be entered from one direction. The signposts will tell you if the path is clear, or if you have to clear the way, usually by defeating a guard. The sign will also tell you what lies at the end of the path, so you know where you're going.



Saving the Game

Every Clearing holds a mailbox where you can save game progress. To save a game, walk up to the front of the Mailbox and then choose one of four slots (they look like mailboxes, too) to save your game. A new save game slot will be created for your first save. Be careful not to accidentally overwrite a previously saved game (though you certainly can if you want to).



Map

You can open the map of Hawaii when you are in a Clearing. The map shows the paths that you have already traveled. You can jump to any of these previously completed paths and try it again.



Racing the Trails

Lilo & Stitch's adventure takes them up and down Hawaii's paths and trails. It's not as simple as you think. Along the way you will encounter plenty of obstacles to jump over or dodge, and numerous enemies to avoid or defeat. Lilo and Stitch each have special abilities to help them overcome any obstacle.



Lilo's Bedroom - Getting Started

The game begins in Lilo's Bedroom. From here you can adjust the game's Sound Options, view Lilo's Picture Gallery, Start a New Game, or Load a Saved Game. Press Left and Right on the D-Pad to change options, and then press the **X** Button to select the option.

Chest of Drawers

Start Game/Load Saved Game

New Game Screen

Begins a new game of Lilo & Stitch.

Load Game Screen

Select Load Game to start a previously saved game. You can choose from up to four previously saved games.



Stitch's Bed - Controls

Controls

Shows the default control settings. Press the **A** Button to return to Lilo's Bedroom.

Vibration Function

Press the **X** Button to switch the Vibration Function of your Analog Controller (DUALSHOCK™) ON or OFF.
Press the **A** Button to return to Lilo's Bedroom.

Lilo's Bed - Picture Gallery

Here you can view all the snapshots of Lilo & Stitch's exploration of Hawaii. You can also view special clips from the movie, Disney's Lilo & Stitch. Press the **A** Button to return to Lilo's Bedroom.

Record Player - Sound

Press the D-Pad Up and Down to select a sound option to adjust. When you have finished, press the **A** Button to go back to Lilo's Bedroom.

Sound Volume

Press the D-Pad Left and Right to raise and lower the sound effects volume. Press the **X** Button to confirm and the **A** Button to go back without changes.

Music Volume

Press the D-Pad Left and Right to raise and lower the music volume.

Press the **X** Button to confirm and
the **A** Button to go back
without changes.



In Clearing Pause Menu

You can pause the game at any time by pressing the **START** Button.

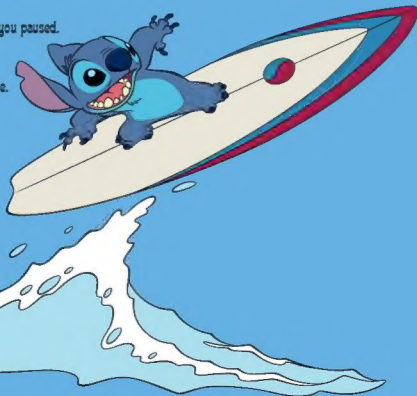
You will have a variety of options to choose from.

Continue Game

Continue the game from where you paused.

Sounds

Adjust Music and Sound Volume.



Options

Toggle the vibration function of your **DUALSHOCK**® analog controller **ON** or **OFF**.

Back to Clearing

If you pause while exploring a path, you can return to the last Clearing.

Restart Clearing

Try the path again from the beginning.

Quit

Quits the game without saving and returns you to Lilo's Bedroom.



Option Menu Controls

Use these controls to navigate the Option menus.

Highlight menu options	Directional Pad
Select option	X Button
Return to the previous screen	A Button

Lilo's Combat Skills

Bash - For all but the toughest of foes, Lilo's Bum Bash should do the trick. Press the X Button + the C Button to flatten enemies. You can also use the Bash to smash open objects like pots and boxes - many contain hidden secrets that will help you.

Voodoo Spell - Lilo uses her command of Voodoo magic to defeat enemies. Press the C Button to use Voodoo in combat.

Special Voodoo Spell - After Lilo has collected a Voodoo Spoon, press the A Button to cast a powerful Voodoo spell. Lilo has mastered the ability to make Tourists fall from the sky. Once cast, she'll need to collect another Voodoo Spoon before she can cast another spell. Check the Statistics Menu to see if she has the Spoon. Use Lilo's spells to help you get past difficult obstacles.

Move Explosive Pots - Lilo's Voodoo also allows her to lift and carry exploding Red Pots, then drop them near enemies. Approach a Red Pot, and then press the B Button to lift it. Press the B Button again to drop it.

Stitch's Combat Skills

Bash - Just like Lilo's Bash. Press the X Button + the C Button to jump and flatten enemies.

Spit Attack - Stitch's breath can do a lot of damage. Press the C Button to belch a cloud of noxious gas at an enemy.

Spin - Stitch can spin in furious circles, knocking enemies for a loop. Most will be defeated by this powerful attack. Press the B Button to spin.

Roll Attack - This is a variation on the Spin Attack. If Stitch collects enough coffee, he'll be agitated enough to curl into a ball and roll into his enemies, bowling them over. The "Bad-o-Meter" in the corner of the screen will let you know if he has enough energy to use the attack (he needs 20 cups to fill the meter). Press the A Button to start the ball rolling and use the D-Pad to control his direction. This attack will deplete his supply of coffee and reduce the level of the "Bad-O-Meter" until he returns to normal. Drink more coffee to roll again!



Pick-ups and Collectibles

Lilo

Fruit, Flowers and other things Hawaiian

These are everywhere. There are also many other items to find. Collect 100 for an extra life.



Voodoo Spoon

Lilo needs the get the Voodoo Spoon before she can cast her Special Voodoo Spell. Lilo has mastered a "Tourist" spell. When she casts her spell, a Tourist will fall from the sky and land on the target. Once the spell is cast, she will need to collect another Spoon before she can cast another.



Stitch

Coffee

Coffee does to Stitch what it does to the rest of us - revs him up so he can go, go, go! 20 cups of coffee will fill his "Bad-o-Meter" to the brim and make him so hyper that he will be itching to use his Roll Attack. Watch his "Bad-o-Meter" to find out how much more coffee he needs to collect.



General Collectibles

Lives

Pick one up to gain additional lives. These are often hidden inside Gold Pots.



Health

Each adds one point to the character's health. You'll find these inside Blue Pots. Extra Health cannot be picked up if you already have full health. The Leaves are collected by Lilo and the Drumsticks are collected by Stitch.



Pots

Five kinds of pots are scattered throughout Hawaii, Green, Blue, Gold, Red and Clay. While many objects you find, such as trash cans and crates, can be smashed open, Pots are special. Blue Pots hold extra health, and Gold Pots hold an extra life. The Red Pots are explosive and will detonate if Lilo or Stitch (or any other creature) come too close. Lilo can use her Voodoo magic to lift and carry the Red Pots to another location where they will then explode a few moments later.



Creatures of Hawaii and Beyond

Pictures/Records/Communication Devices

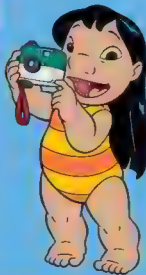
Some Paths (Levels) have a number of pictures that need to be collected to successfully finish the level. Other levels require that records need to be collected. Later levels require that you collect special communication devices.

Bonus Picture

These are additional photographs to collect for Lilo's Picture Gallery. Once you have collected them, you can view these at any time you are in Lilo's Bedroom by selecting the Picture Gallery on Lilo's Bed.

Camera

The camera represents a save point. If Lilo or Stitch lose all of their health, they will begin at the last save point where a camera was collected. If you do not pickup the camera, you will be restored to an earlier point in the level.

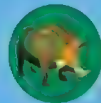


Hawaii is filled with wildlife and mythological creatures. In addition, after Stitch crash-landed, lots of creatures from outer space came looking for him... chiefly the bounty hunters Jumba and Pleakley.

Hawaiian Wildlife

Hawaii is teeming with dangerous creatures, some meaner than others. Use a Bash, Lilo's Voodoo or Stitch's Roll attacks to defeat them. Or just hop over them and keep on going.

Here are a few of the creatures that you will run across.



Wild Boar



Spider



Beetle



Rat



Porcupine

Hawaiian Domestics to Avoid

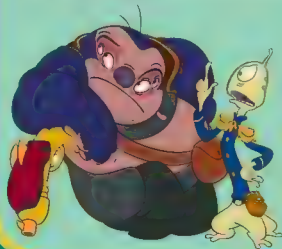
Throughout the island there are also locals that will prove to be nuisances. It is best to avoid them if possible: Lani, Hula Girls, Tourist, Careening Beetle... and More.

Menehune

These Mythological Hawaiian spirits are more real than people think. Watch out for their spitting fire! Lilo's Voodoo should take care of them.

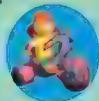
Mertle

She's not the nicest kid on the island, and is a terror on wheels to boot. Keep Lilo on the run and away from this kid.



Jumba & Pleakley

The bounty hunters from outer space are hot on Stitch's trail. Never far behind, they will pop up at the worst possible moment and try to snare Stitch in their net. Sometimes the best thing to do is run!



Cobra Bubbles

Cobra (as tattooed on his knuckles) Bubbles (don't ever call him Mr. Bubbles) is the ultimate social worker. He is sent to work with Lilo, who seems to have a knack for sending social workers to an early retirement. Despite his no-nonsense, professional demeanor, Cobra soon finds himself both baffled and charmed by Lilo's quirky personality.

Nani

Nani is Lilo's older sister, and legal guardian. The most important thing to this adventurous, athletic spirit is keeping what is left of her family together.



David

David is a 23 year old Hawaiian surfer. Those who would assume that he's just another dim witted "surf dude" would find themselves mistaken. David is quite intelligent, with a quick wit and slightly odd sense of humor.



Creatures from Space

Stitch's past has tracked him down. Watch out for the following creatures that are out to get him.



Standroid



Butterbean



Sweet Cheeks



Security Officer



Admiral Orclot



Annemo Ned



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**and all others
who dedicated their
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it happen.**

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